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1 [U-TEL: a tool for eliciting user task models from domain experts](#)



R. Chung-Man Tam, David Maulsby, Angel R. Puerta

January 1998 **Proceedings of the 3rd international conference on Intelligent user interfaces IUI '98**

Publisher: ACM Press

Full text available: pdf(566.29 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
Keywords: knowledge elicitation, model-based user interface design, task models, user-centered design

2 [Demonstrations: intelligent systems: MOBI-D: a model-based development environment for user-centered design](#)



Angel R. Puerta, David Maulsby

March 1997 **CHI '97 extended abstracts on Human factors in computing systems: looking to the future CHI '97**

Publisher: ACM Press

Full text available: pdf(208.88 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

MOBI-D (Model-Based Interface Designer) is a software environment the design and development of user interfaces from declarative interface models. End-users informally describe tasks and data, from end-users, from which developers construct formal models of user tasks and domain objects. The system supports development of presentation and dialog specifications from such models, and allows visualization of interface designs as units encompassing all relations and dependencies among the elements o ...

Keywords: interface design, interface models, model-based interface development, task-based design, user interface development environments, user-centered design

3 [MOBILE: user-centered interface building](#)



Angel R. Puerta, Eric Cheng, Tunhow Ou, Justin Min

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Publisher: ACM Press

Full text available: pdf(1.33 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Interface builders are popular tools for designing and developing graphical user interfaces. These tools, however, are engineering-centered; they operate mainly on windows and widgets. A typical interface builder does not offer any specific support for

user-centered interface design, a methodology recognized as critical for effective user interface design. We present MOBILE (Model-Based Inter&xx Layout Editor) an interface building tool that iidly supports user-centered design and ...

Keywords: interface builders, model-based interface development, task models, user interface development tools, user-centered interface design

4 Model-based interface development



Angel R. Puerta, Pedro Szkeley

April 1994 **Conference companion on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(225.99 KB) Additional Information: [full citation](#), [references](#), [citing](#)s

5 Management of interface design knowledge with MOBI-D



Angel R. Puerta, David Maulsby

January 1997 **Proceedings of the 2nd international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(604.79 KB) Additional Information: [full citation](#), [references](#), [citing](#)s, [index terms](#)

Keywords: interface models, model-based interface development, user interface development tools

6 The study of models of intelligent interfaces



Angel R. Puerta

February 1993 **Proceedings of the 1st international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(744.02 KB) Additional Information: [full citation](#), [references](#), [citing](#)s, [index terms](#)

Keywords: intelligent-interface modeling, machine learning, self-adaptation, user-interface management

7 Short Papers: XI ML: a common representation for interaction data



Angel Puerta, Jacob Eisenstein

January 2002 **Proceedings of the 7th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(104.10 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)s, [index terms](#)

We introduce XI ML (eXtensible Interface Markup Language), a proposed common representation for interaction data. We claim that XI ML fulfills the requirements that we have found essential for a language of its type: (1) it supports design, operation, organization, and evaluation functions, (2) it is able to relate the abstract and concrete data elements of an interface, and (3) it enables knowledge-based systems to exploit the captured data.

Keywords: interface models, model-based user interface development, user interface languages, user-interface management systems

8 Applying model-based techniques to the development of UIs for mobile computers

Jacob Eisenstein, Jean Vanderdonckt, Angel Puerta

January 2001 **Proceedings of the 6th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(463.24 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Mobile computing poses a series of unique challenges for user interface design and development: user interfaces must now accommodate the capabilities of various access devices and be suitable for different contexts of use, while preserving consistency and usability. We propose a set of techniques that will aid UI designers who are working in the domain of mobile computing. These techniques will allow designers to build UIs across several platforms, while respecting the unique constraints po ...

Keywords: adaptive user-interface, mobile computing, plastic user-interface, platform constraints, task model, user-interface modeling

9 Adaptation in automated user-interface design

Jacob Eisenstein, Angel Puerta

January 2000 **Proceedings of the 5th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(1.28 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Design problems involve issues of stylistic preference and flexible standards of success; human designers often proceed by intuition and are unaware of following any strict rule-based procedures. These features make design tasks especially difficult to automate. Adaptation is proposed as a means to overcome these challenges. We describe a system that applies an adaptive algorithm to automated user interface design within the framework of the MOBI-D (Model-Based Interface Designer) interface ...

Keywords: decision trees, interface models, machine learning, model-based interface development, theory refinement, user interface development tools

10 Conference review

Angel Puerta

July 1999 **intelligence**, Volume 10 Issue 2

Publisher: ACM Press

Full text available: pdf(96.94 KB) html(13.23 KB) Additional Information: [full citation](#), [index terms](#)11 Towards a general computational framework for model-based interface development**systems**

Angel Puerta, Jacob Eisenstein

December 1998 **Proceedings of the 4th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(2.18 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: interface models, knowledge-based user interface design, model-based interface development, user interface development tools

12 Long papers: knowledge acquisition and knowledge-based design: The UI pilot: a model-based tool to guide early interface design



Angel Puerta, Michael Micheletti, Alan Mak

January 2005 **Proceedings of the 10th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(645.15 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we introduce the User Interface Pilot, a model-based software tool that enables designers and engineers to create the initial specifications for the pages of a website, or for the screens of a desktop or mobile application. The tool guides the design of these specifications, commonly known as *wireframes*, in a user-centered fashion by framing the context of the design within the concepts of *user tasks*, *user types*, and *data objects*. Unlike previous model-based t ...

Keywords: XIML, knowledge-based user interface design, model-based user interface development, user interface models, user interface tools, wireframes

13 Graphical visualization of the evaluation of functional programs



Ricardo Jiménez-Peris, Cristóbal Pareja-Flores, Marta Patiño-Martínez, J. Ángel Velázquez-Iturbide

June 1996 **ACM SIGCSE Bulletin , ACM SIGCUE Outlook , Proceedings of the 1st conference on Integrating technology into computer science education ITICSE '96**, Volume 28 , 24 Issue SI , 1-3

Publisher: ACM Press

Full text available: pdf(269.37 KB) Additional Information: [full citation](#), [references](#), [citings](#), [index terms](#)

14 Local versus comprehensive assignments: two complementary approaches



Cristóbal Pareja-Flores, J. Ángel Velázquez-Iturbide

December 2000 **ACM SIGCSE Bulletin**, Volume 32 Issue 4

Publisher: ACM Press

Full text available: pdf(931.81 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Two complementary classes of assignments, local and comprehensive, are advocated with different goals and features. The aim of describing both classes of assignments provides guidance to teachers in their design. Local assignments ideally provide an in-depth coverage of only one concept, whereas global ones ideally provide a breadth coverage of most of the concepts studied in a period of time. Both classes of assignments are illustrated with two motivating programming examples: "rolling dice" an ...

15 Calculating encoding and decoding functions for prefix codes



Cristóbal Pareja-Flores, J. Ángel Velázquez-Iturbide

April 1999 **ACM SIGPLAN Notices**, Volume 34 Issue 4

Publisher: ACM Press

Full-text available: pdf(565.07 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)





The transformational model of program development allows obtaining programs correct by construction. When developing nontrivial programs, three activities arise: program synthesis, program transformation, and verification of properties; in addition, specification, use and implementation of ADTs must typically be considered all through these activities. The purpose of this article is to illustrate the need for all these activities by means of a nontrivial problem: encoding and decoding with prefi ...

Keywords: ADTs, assertions, function inversion, functional programming, program specification, program synthesis, program transformation, verification

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A Puerta, J Eisenstein - Knowledge-Based Systems, 1999 - Elsevier

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I Jacobson, G Booch, J Rumbaugh - 1999 - Addison-Wesley Longman Publishing Co., Inc. Boston, MA, USA

... Hans-Werner Six, Systematic **development** of complex web-based user **interfaces**, Computer science ... early reuse of components: a **model-based** analysis, UML ...

